

eCYBERMISSION

ACCEPT THE CHALLENGE



SCIENCE, MATH & TECHNOLOGY COMPETITION

eCYBERMISSION is a web-based science, math and technology competition for students in grades 6 through 9. The competition encourages and rewards students from a diverse range of proficiency levels, interests and backgrounds. It also promotes self-discovery for all students to recognize the real-life applications of these disciplines. eCYBERMISSION:

- Poses multiple open-ended challenges that are relevant and interesting to a wide variety of students
- Provides powerful and fun collaboration tools such as Instant Messaging and Discussion Forums to encourage team communication
- Includes an on-line resource guide that helps teachers incorporate eCYBERMISSION into a science, math and technology curriculum
- Rewards teams based on a broad set of criteria that underscores the value of diverse skills
- Provides a variety of prizes to recognize the efforts of student winners

Why Is The Army Sponsoring a Competition for Students?

Army leadership has long recognized the fundamental importance of science, math and technology to our global competitiveness and especially our national security. Army leadership has also acknowledged a decrease in the number of students interested in science, math and technology careers nationwide and the ever-growing need to remain globally competitive in these fields.

- eCYBERMISSION enables The Army to return something to America's communities for the service of their sons and daughters to the nation
- eCYBERMISSION supports the nation's commitment to education and the achievement of excellence in math and science
- Our national security will increasingly require the latest in science and technology skills

How Does the Competition Work?

Student teams identify a problem in their community that is related to either Health and Safety, Arts and Entertainment, Sports and Recreation or the Environment. Selecting a real-life problem encourages self-discovery and illustrates how science, math and technology apply to everyday life.

- Teams identify a problem, formulate a hypothesis and conduct research and experiments
- Teams are encouraged to collaborate on-line using Discussion Forums, chat rooms and Instant Messaging
- Teams must submit their Mission Folder, the official write-up of their project with attached files (e.g., photographs, experiment data or their own web site), via the web site to complete their entry
- Judges review and score the Mission Folders on-line to determine regional (criteria and cumulative) winners
- Regional winning teams with the highest cumulative score are then invited to compete at the National Judging and Educational Event, where each team presents its project to a panel of live judges, which determines the national winners



What Role Does The Army Play?

- Army personnel serve as eCYBERMISSION Ambassadors who promote the competition in schools, academic forums and educational events
- A pool of Army scientists and engineers (military and civilian) serve as CyberGuides or on-line coaches to competing teams

Who Can Enter the eCYBERMISSION Competition?

eCYBERMISSION is open to all students attending a U.S. or Department of Defense Education Activity school in grades 6 through 9. Teams must include three or four student members from the same grade level. Team members can be from private, public or home schools. Each team must also select an adult Team Advisor.

What Are This Year's eCYBERMISSION Key Dates?

The 2005–2006 eCYBERMISSION competition will officially begin on September 1, 2005. Participants can begin registering on that day by visiting www.ecybermission.com. Registration will be open from September 1 to December 12, 2005. The deadline for submitting a Mission Folder is February 21, 2006.

How Are Mission Folders Evaluated?

Each Mission Folder is independently evaluated against four judging criteria by three judges. Random judging assignments ensure that all Mission Folders are reviewed and scored objectively. eCYBERMISSION judges are volunteers who are interested in promoting science, math and technology education.

Judging Criteria:

**Application of Science,
Math & Technology**
40%

**Innovation, Originality
& Creativity**
20%

**Benefit to the
Community**
20%

**Team Collaboration
& Communication**
20%

What Can Participants Win?

eCYBERMISSION provides numerous incentives and awards for participation. Potential prizes include U.S. EE Savings Bonds, plaques, travel, media recognition, t-shirts and more!

- All participants who submit a Mission Folder receive a t-shirt and certificate of commendation

Regional Criteria Winners (64 teams total)

- \$2,000 EE Savings Bond per student winner

Regional First and Second Place Winners (32 teams total)

- \$3,000 EE Savings Bond per student winner
- First Place Finalists (students and Team Advisors) from each region also win a trip to Washington, DC for several days of educational activities, national judging and fun!

National Winners (4 teams total)

During the National Judging and Educational Event, judges select one national winning team per grade. Each member of the winning team will receive:

- \$5,000 EE Savings Bond (each student)
- Medal (each student)
- Plaque (each student)

National Finalists (12 teams total)

All other National Finalist teams will receive:

- \$3,500 EE Savings Bond (each student)
- Medal (each student)

How Can I Get More Information About eCYBERMISSION?

For more information on eCYBERMISSION please visit **www.ecybermission.com** or e-mail **missioncontrol@ecybermission.com**